FIG.1A

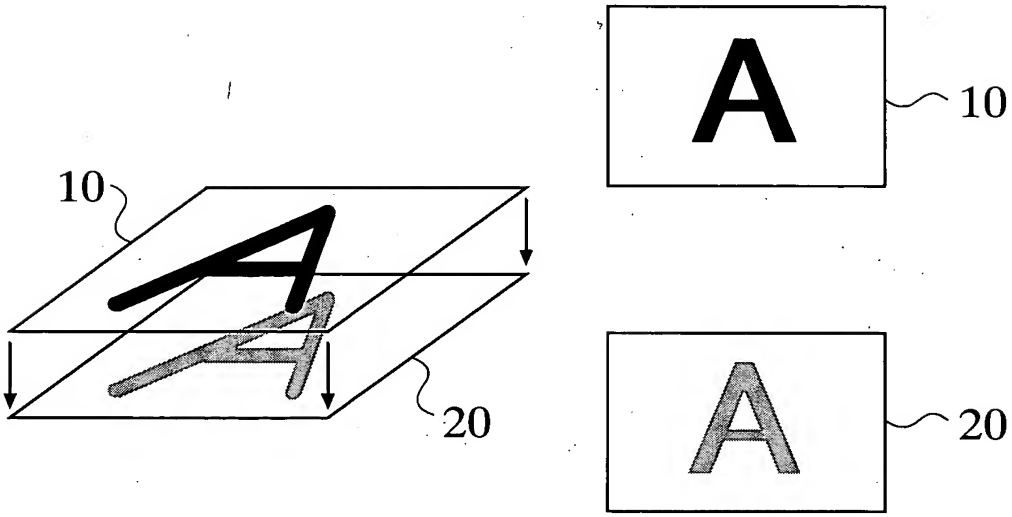

FIG.1B

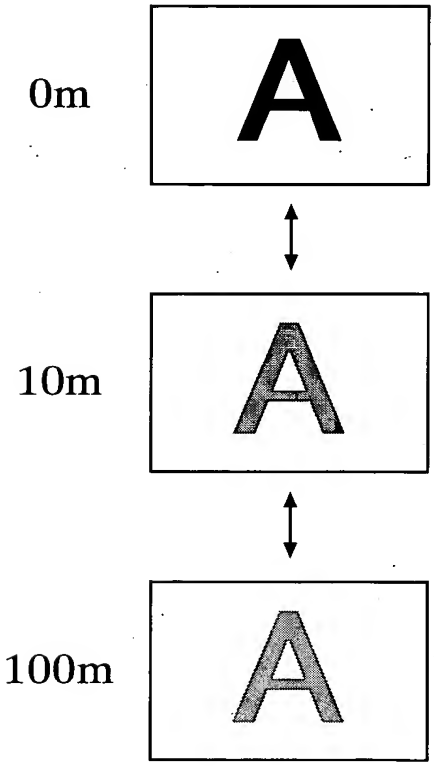

FIG.2A

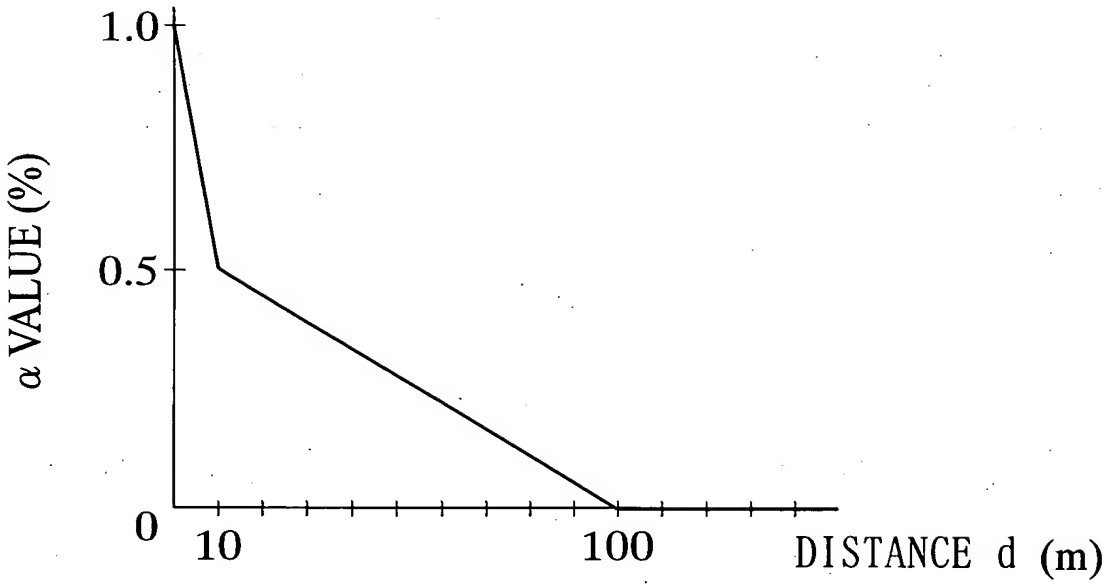

FIG.2B

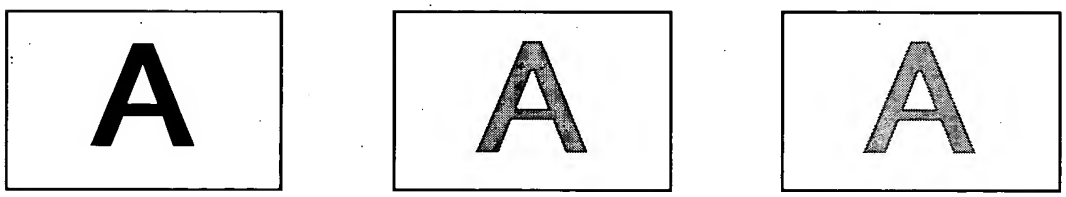

FIG.2C

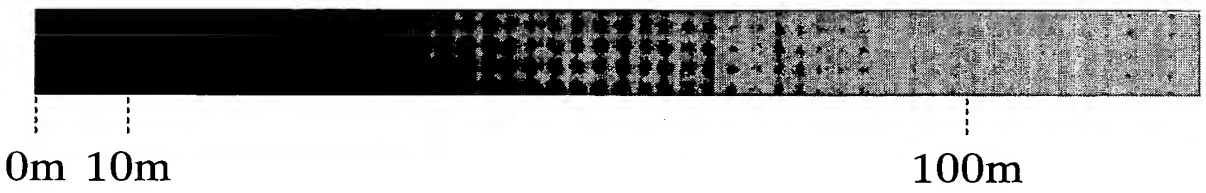

FIG.3

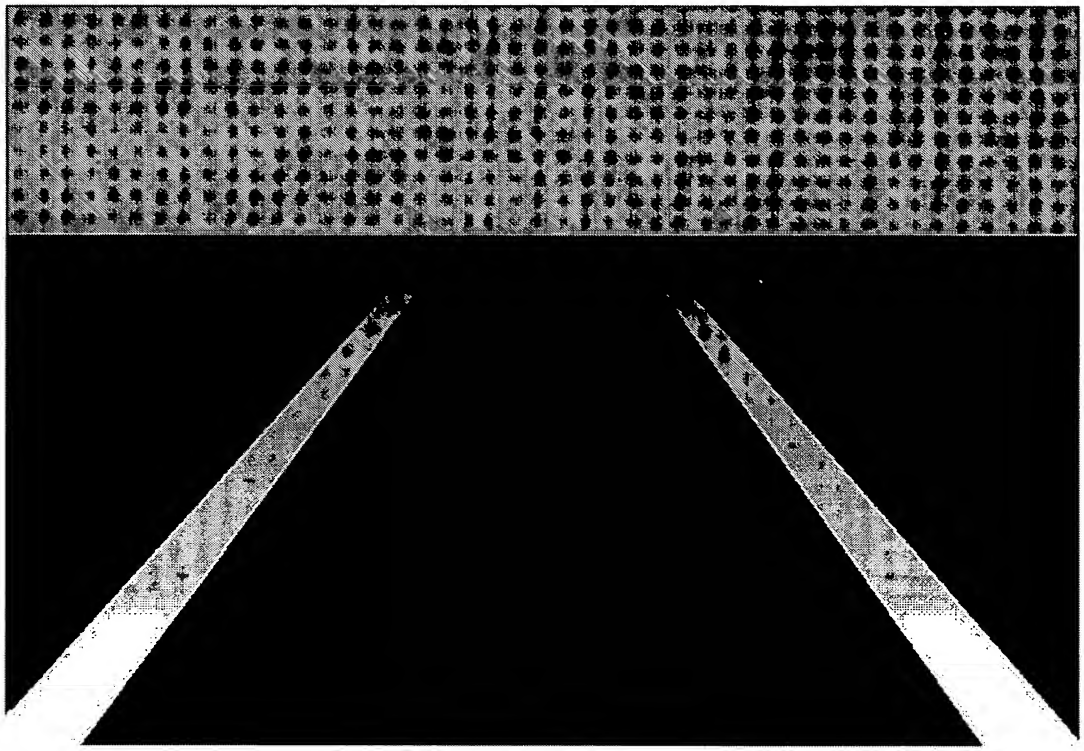

FIG.4A

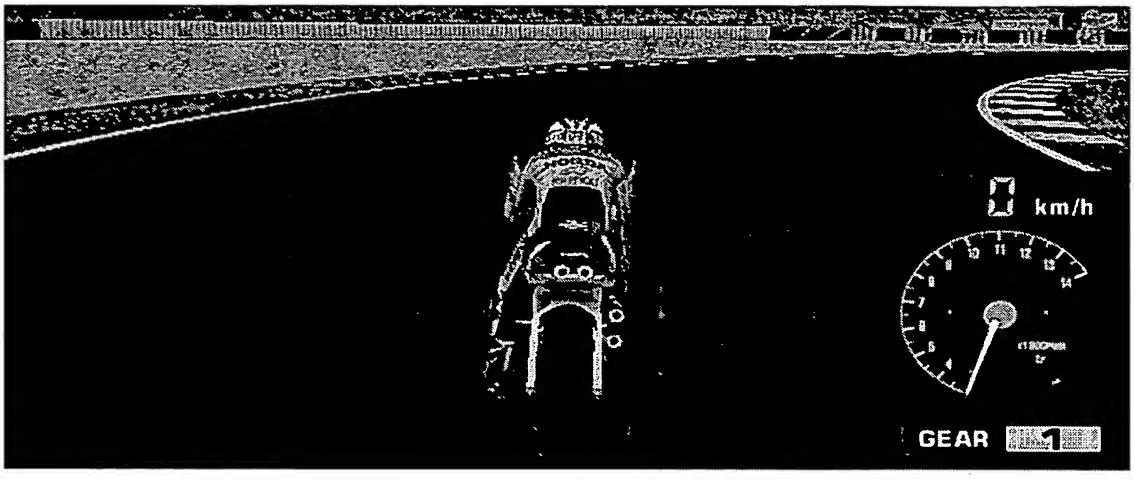

FIG.4B

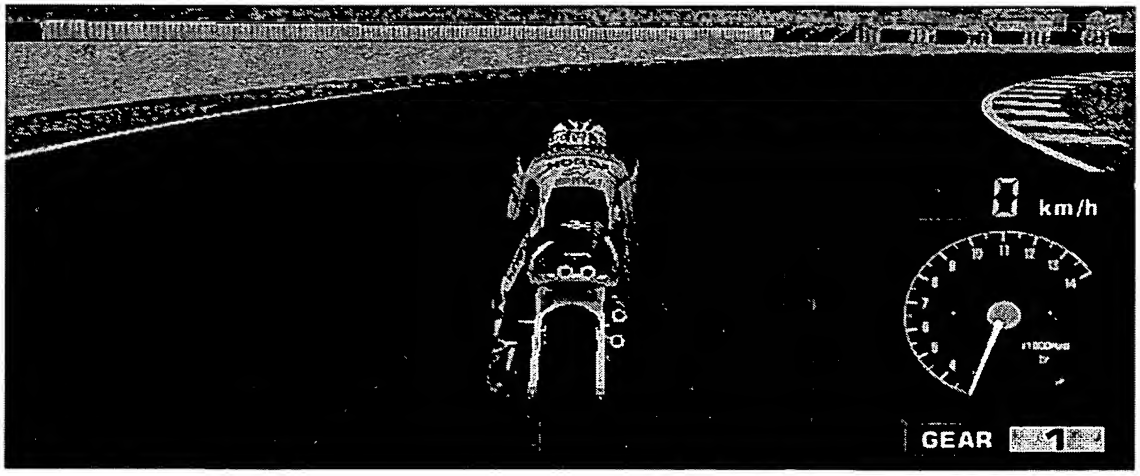

FIG.5A

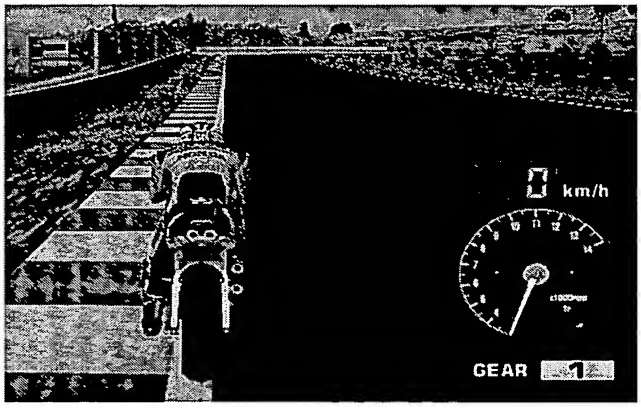

FIG.5B

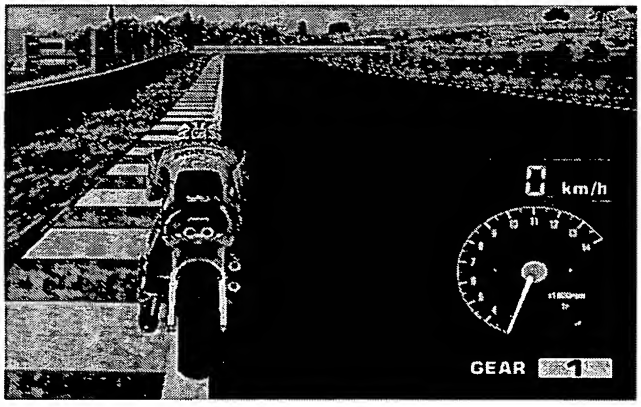

FIG.6

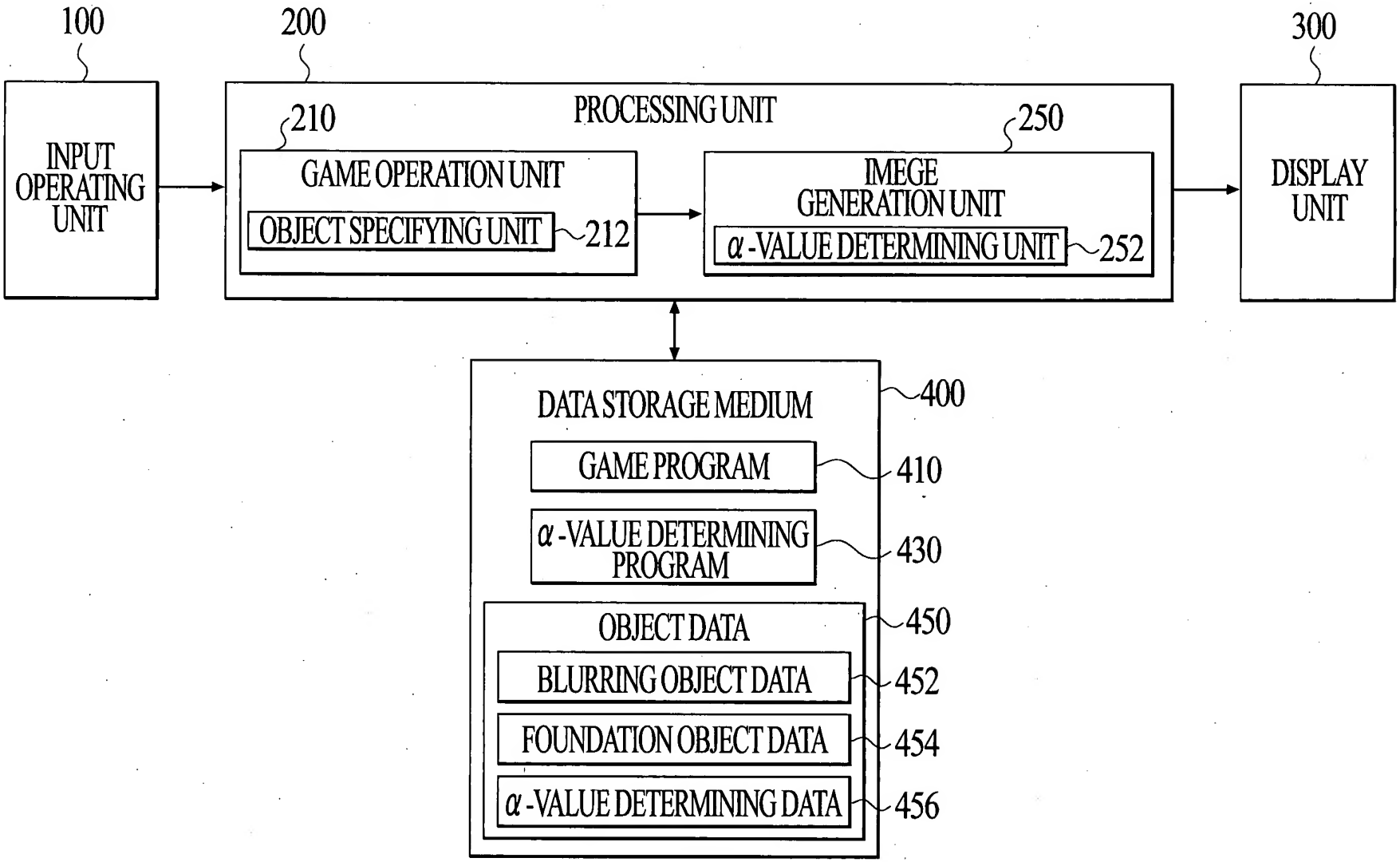
100
INPUT OPERATING UNIT
200
PROCESSING UNIT
210
GAME OPERATION UNIT
OBJECT SPECIFYING UNIT
212
250
IMEGE GENERATION UNIT
α-VALUE DETERMINING UNIT
252
300
DISPLAY UNIT
DATA STORAGE MEDIUM
400
GAME PROGRAM
410
α-VALUE DETERMINING PROGRAM
430
OBJECT DATA
450
BLURRING OBJECT DATA
452
FOUNDATION OBJECT DATA
454
α-VALUE DETERMINING DATA
456

FIG.7

456a

BLURRING OBJECT	BLURRING FUNCTION
A	a
B	a
C	a
D	b
⋮	⋮

FIG.8

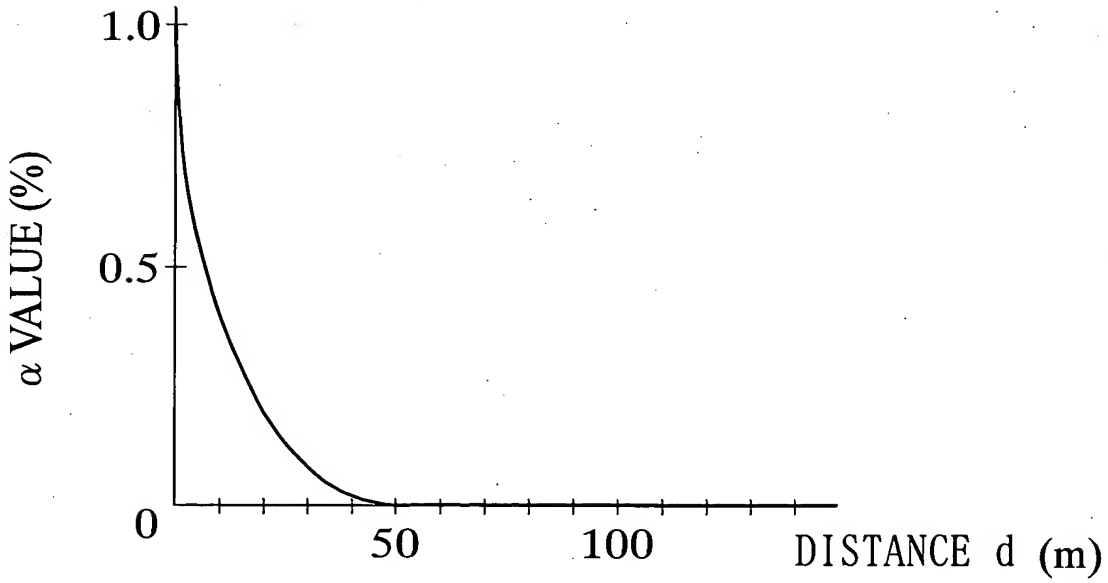

FIG.9

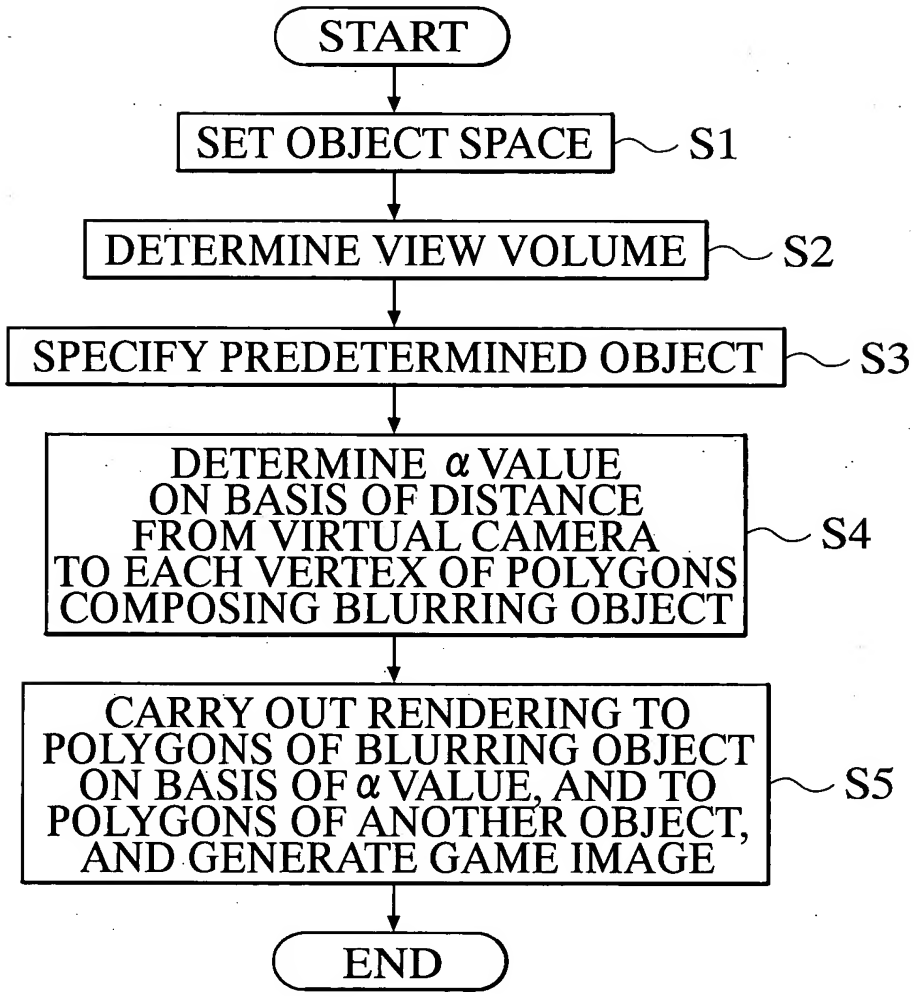
START
SET OBJECT SPACE
S1
DETERMINE VIEW VOLUME
S2
SPECIFY PREDETERMINED OBJECT
S3
DETERMINE α VALUE ON BASIS OF DISTANCE FROM VIRTUAL CAMERA TO EACH VERTEX OF POLYGONS COMPOSING BLURRING OBJECT
S4
CARRY OUT RENDERING TO POLYGONS OF BLURRING OBJECT ON BASIS OF α VALUE, AND TO POLYGONS OF ANOTHER OBJECT, AND GENERATE GAME IMAGE
S5
END

FIG.10

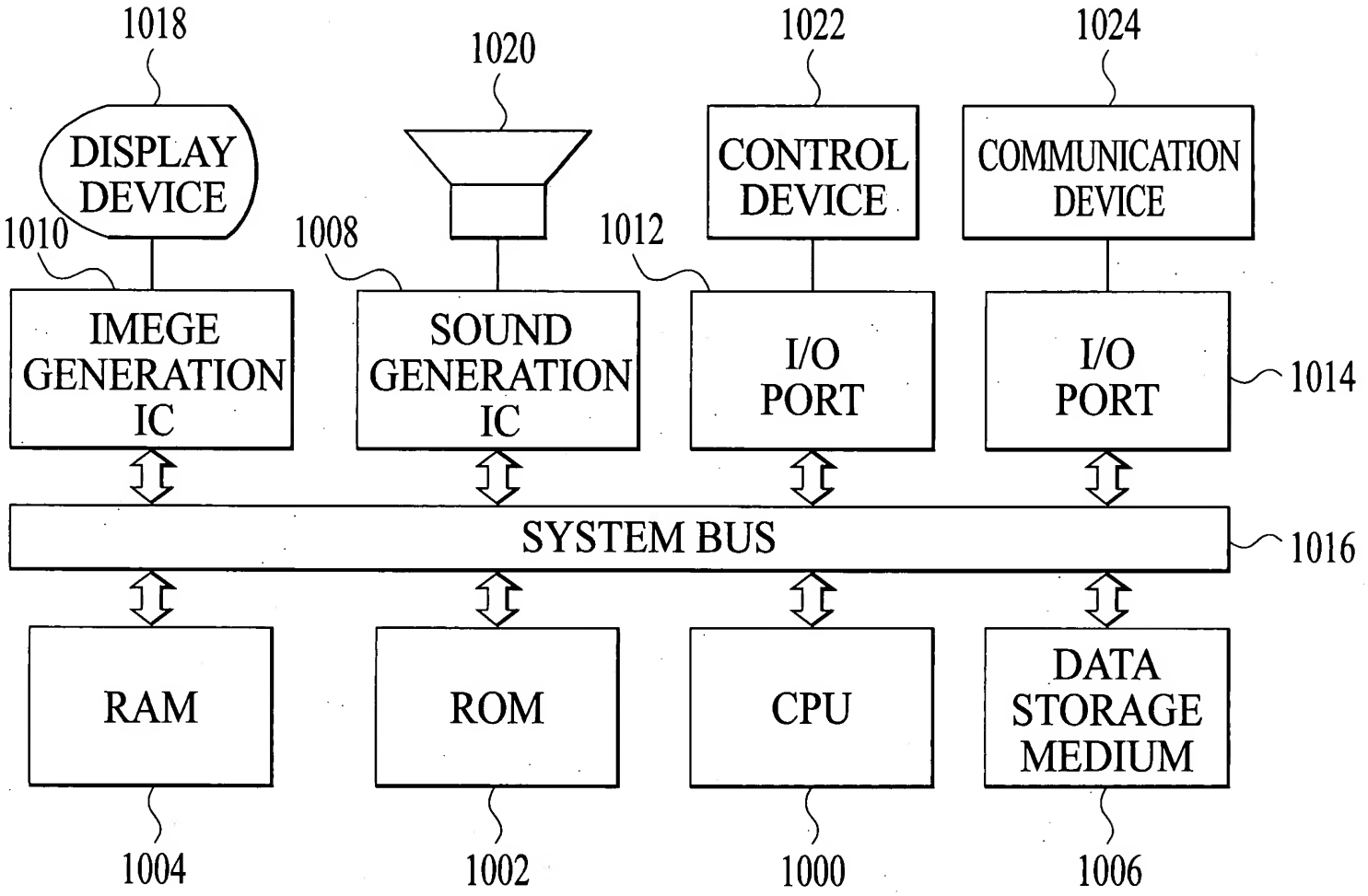
1018
1020
1022
1024
DISPLAY DEVICE
CONTROL DEVICE
COMMUNICATION DEVICE
1010
1008
1012
IMEGE GENERATION IC
SOUND GENERATION IC
I/O PORT
I/O PORT
1014
SYSTEM BUS
1016
RAM
ROM
CPU
DATA STORAGE MEDIUM
1004
1002
1000
1006

FIG.11A

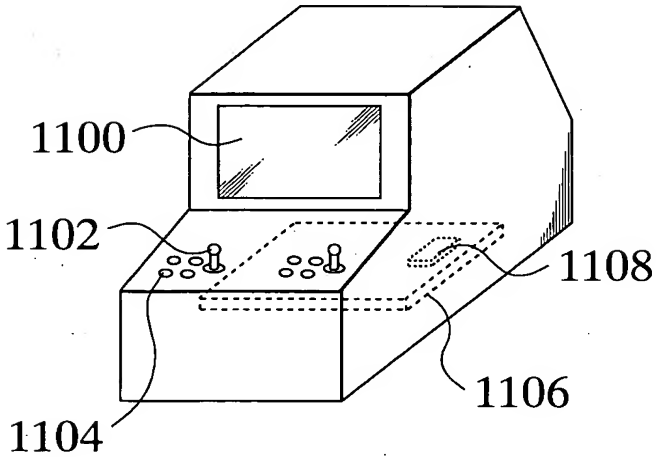

FIG.11B

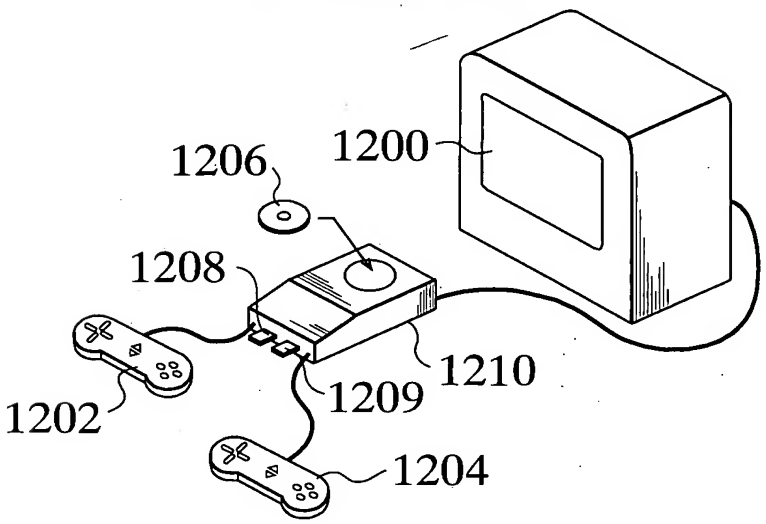

FIG.11C

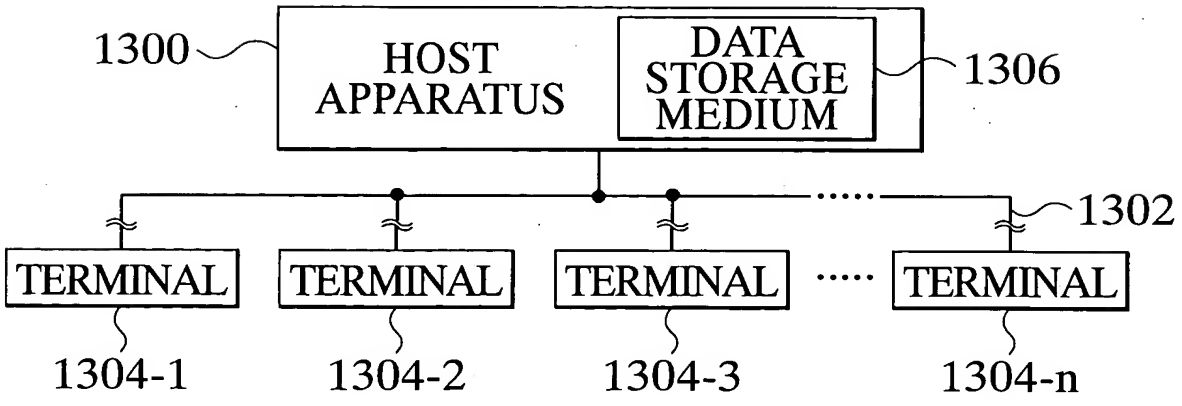

FIG.12A

FIG.12B
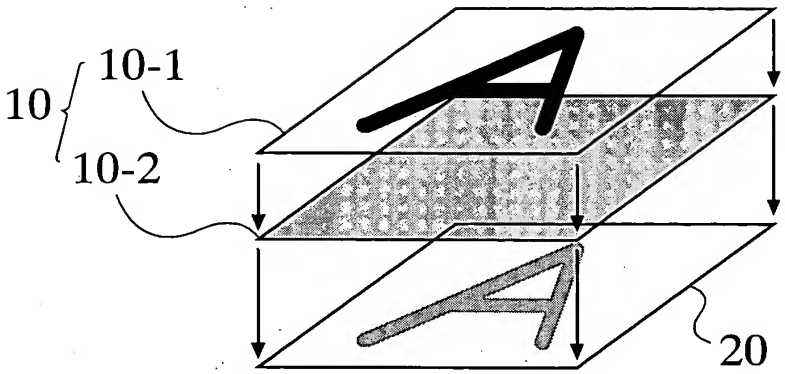
FIG.13